EVERBLUE 2™

EVERYONE

CONTENT RATED BY ESRB

ARIKA

CAPCOM®

WARNING:
READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CAPCOM ARIKA

A SPECIAL MESSAGE FROM CAPCOM ENTERTAINMENT

Thank you for selecting EVERBLUE™2 for your PlayStation®2 computer entertainment system. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway, Sunnyvale, CA 94085

© ARIKA CO., LTD. 2003. ALL RIGHTS RESERVED.
PUBLISHING AND DISTRIBUTION BY CAPCOM CO., LTD. CAPCOM U.S.A., INC.
CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD.
"PlayStation", the "PS" Family logo and DUALSHOCK are registered trademarks of Sony Computer Entertainment Inc.
The ratings icon is a registered trademark of the Interactive Digital Software Association.

CAPCOM HINT LINE

1-900-976-3343

1-900-677-2272 (Canada)

Hints are available: From the USA: $.99 per minute for 24-hr. pre-recorded information; $1.35 per minute for live Game Counselor assistance.
From Canada: $1.35 per minute. Must be 18 years or older, or have parental permission.
Game Counselors available Monday - Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

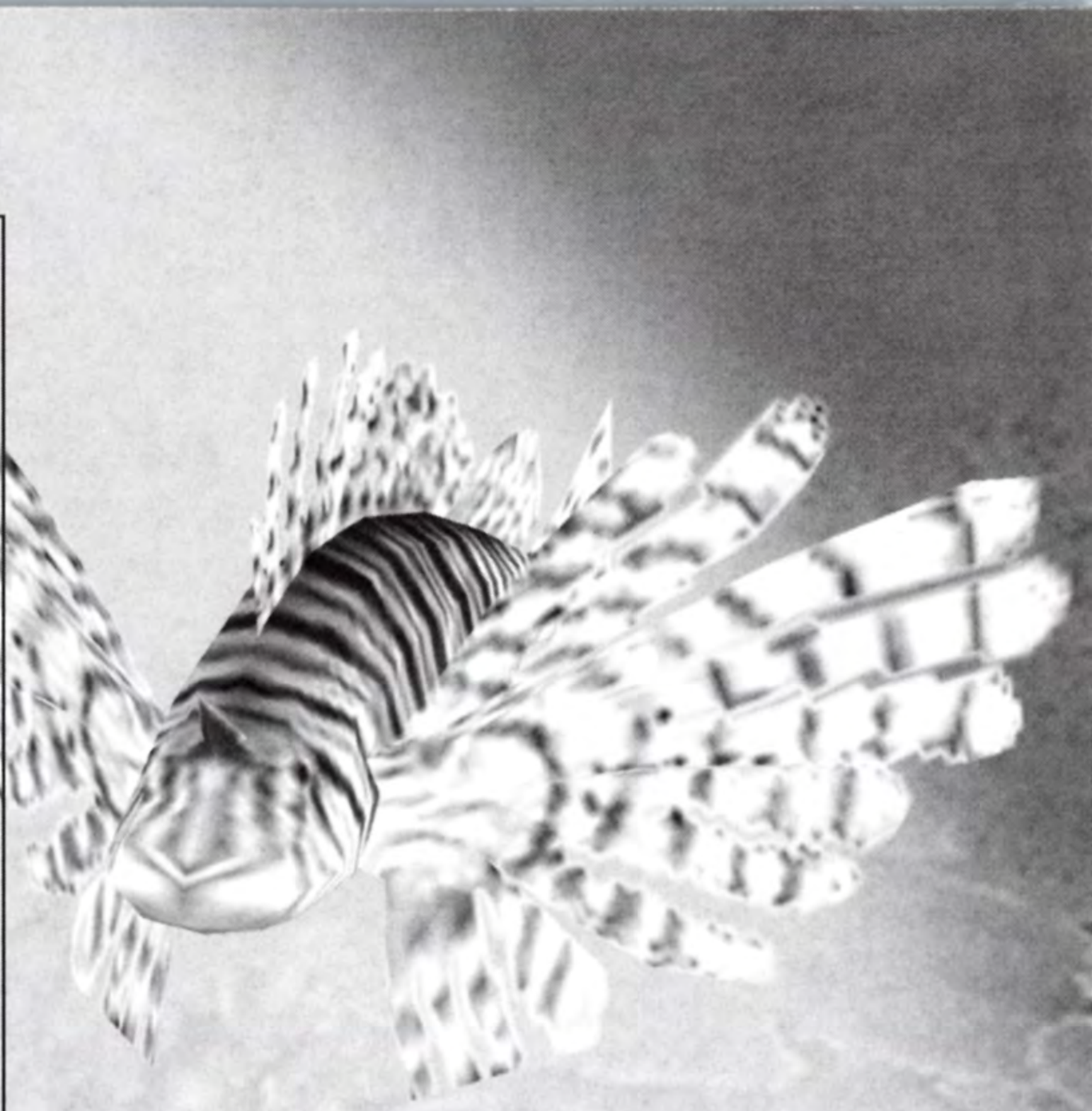
CAPCOM ONLINE

www.capcom.com

Visit our web site to see all the great new CAPCOM products and to check out featured games online! You can also email us at megamail@capcom.com for technical help and to find out what's new at CAPCOM!

REGISTER ONLINE AT

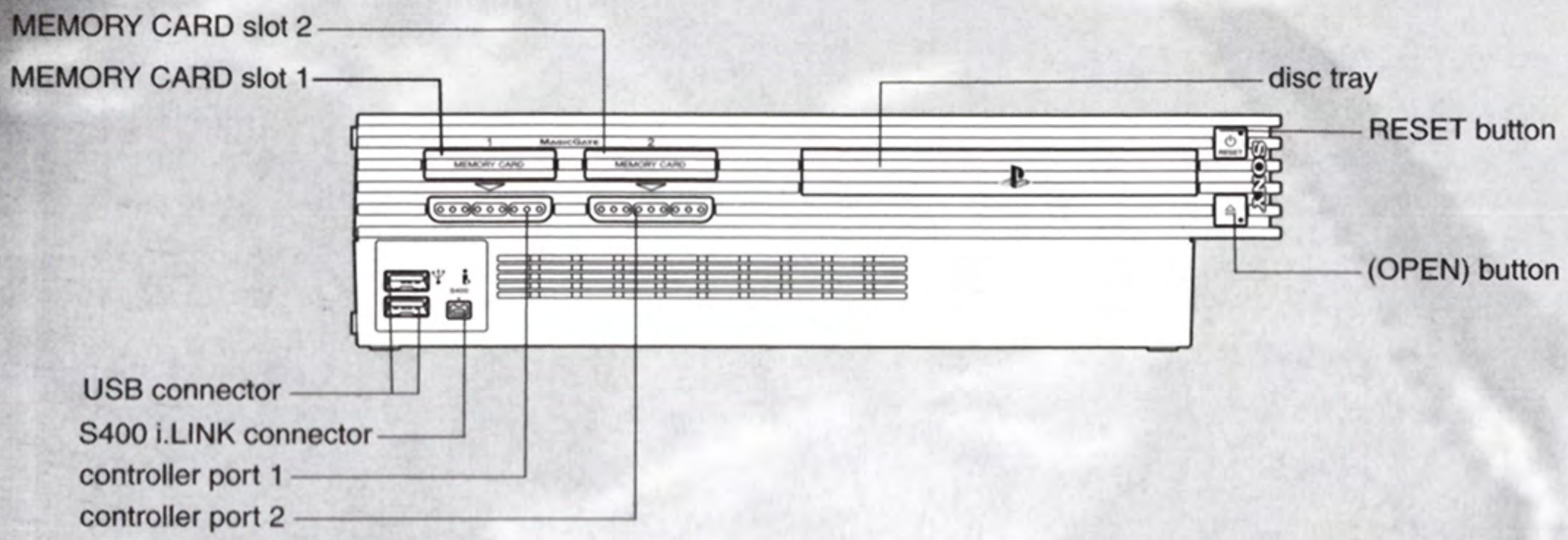
www.capcom.com



CONTENTS

2 • Setting Up
4 • Controls
5 • The Mysterious Sea
6 • Starting a Game
8 • In the Sea
11 • Multi-Sonar
14 • Sunken Ships
16 • In Town
18 • Auction
18 • Race
19 • Combination
20 • Workshop
21 • Photographs
22 • Aquarium
22 • Titles
23 • Shells of Allegiance
23 • EVERBLUE™2 Hints
24 • All Things Capcom

SETTING UP

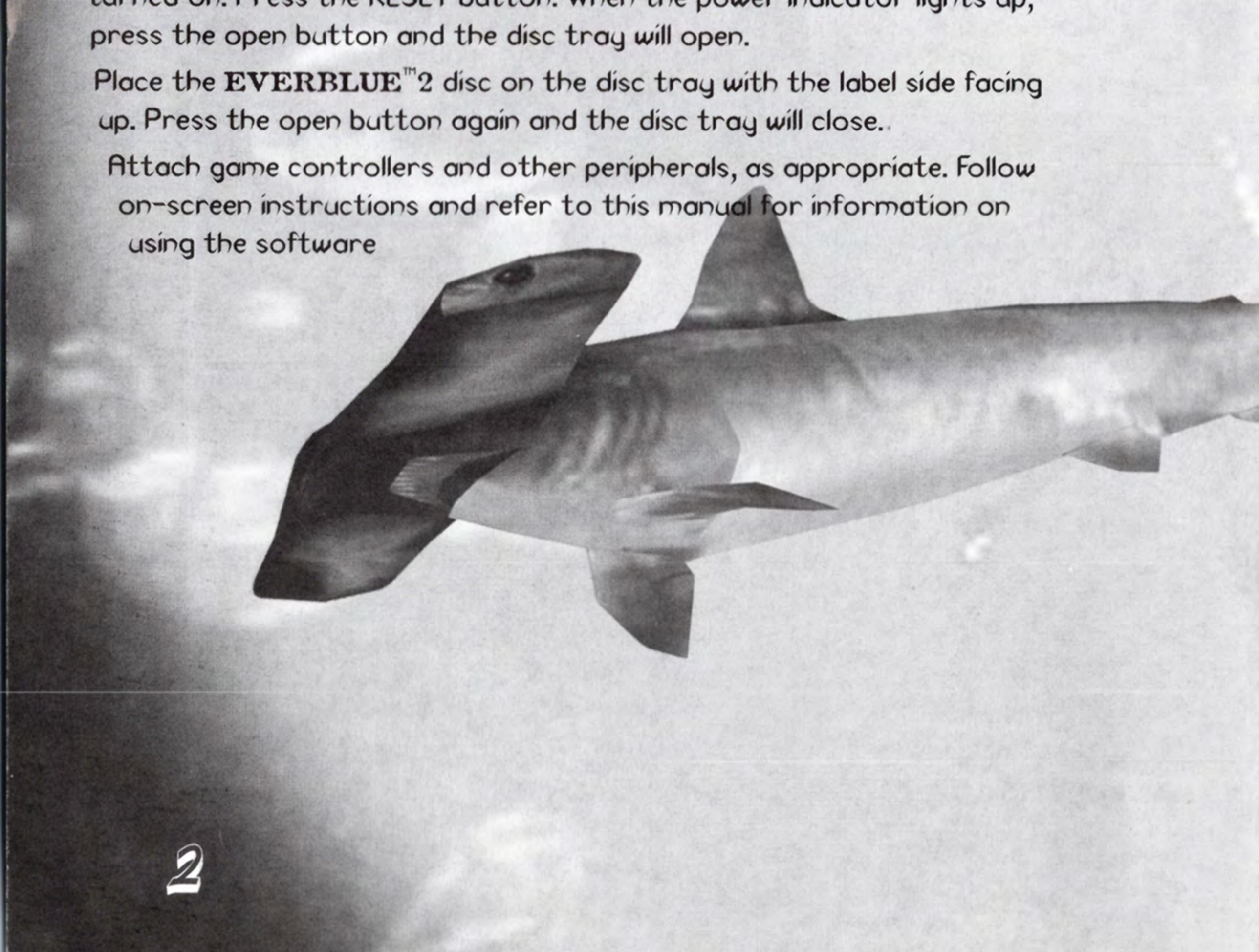


Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual.

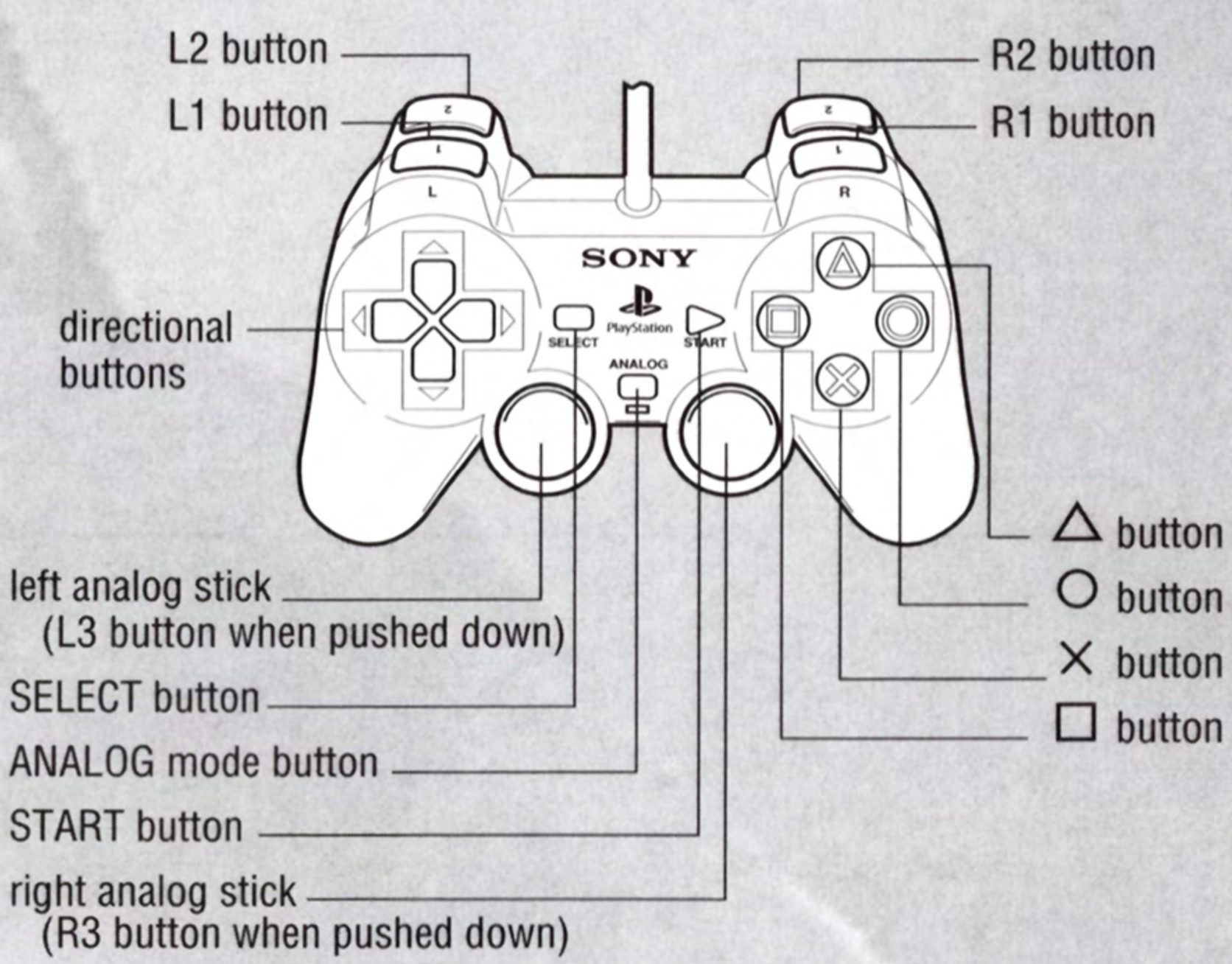
Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.

Place the **EVERBLUE**™2 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close..

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software



DUALSHOCK®2 analog controller



This game can only be played with the DUALSHOCK 2 analog controller.

In Option mode (see page 10):

- Use the **REVERSE RIGHT/LEFT** option to switch the functions of the left and right analog sticks.
- Turn **VIBRATION ON** to set the controller to vibrate in response to game events.

CONTROLS

IN THE SEA

START button ---------- display CURRENT POSITION

SELECT button ---------- turn COCKPIT display on/off

left analog stick ---------- SWIM (default)

L3 button ---------- set default CAMERA angle

right analog stick ---------- control LIGHT/ROTATE (default)

L1 button ---------- use MULTI-SONAR

L2 button ---------- aim CAMERA, take PICTURES

R1 button ---------- EXPLORE/PICK UP

R2 button ---------- ACCELERATE (depending on your equipment)

△ button ---------- CANCEL

○ button ---------- open MENU

× button ---------- EXPLORE/PICK UP

□ button + left analog stick ----- move UP/DOWN (vertically) inside sunken ships

IN TOWN

START button ---------- display CURRENT POSITION

left analog stick ---------- move CURSOR (default)

directional buttons ---------- move CURSOR

right analog stick ---------- NEXT message (default)

△ button ---------- CANCEL

○ button ---------- open MENU

× button ---------- TALK/INVESTIGATE

MENU SCREENS

left analog stick ---------- move CURSOR (default)
right analog stick ---------- NEXT message (default)
△ button---------- CANCEL
O button---------- open MENU
X button---------- CONFIRM

THE MYSTERIOUS SEA

A year ago, Leo saved a team of workers from the disaster on Daidalos Island. He then joined a team of top-notch divers and has spent the last 12 months perfecting his diving skills ....

Before Leo's father died, he had often talked about a mysterious tablet lost in the depths of a tropical sea. Now Leo and his partner set off on a trip to uncover the secrets of the Caribbean Ocean. While searching for the ancient tablet, they're caught in a storm and shipwrecked. Half-dead, they manage to wash up on the beach of a resort town on Valencia Island. Little do they know the very storm that shipwrecked them is the start of an exciting adventure ....

STARTING A GAME

MEMORY CARDS

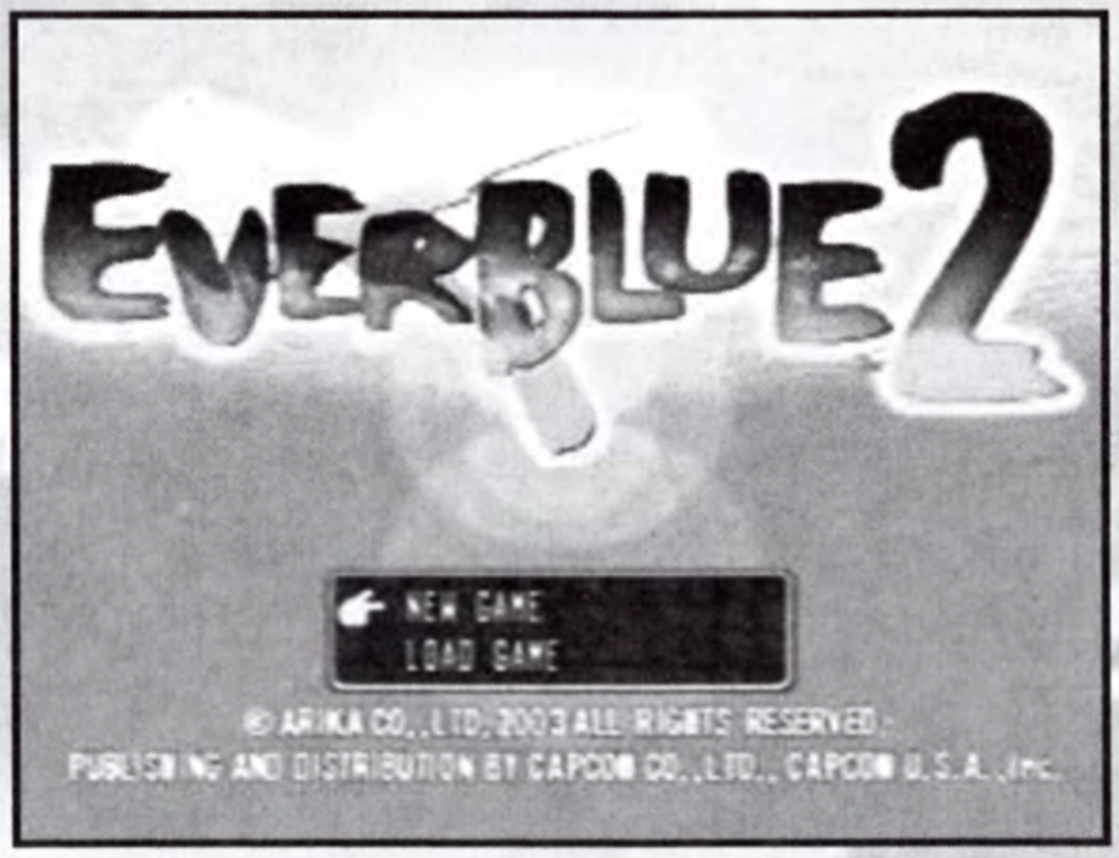
To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 or MEMORY CARD slot 2 before powering on the system.

Without a memory card, when you power on the system with the **EVERBLUE 2** disc inserted, you will see a notice that a memory card is not inserted. Turn off the system, insert a blank memory card (or one with previously saved **EVERBLUE 2** games), and then power on again. If you don't have a memory card, you can play without saving. Press the START button to continue.

- **EVERBLUE 2** requires 1034kb of free space on a memory card in order to save games. If less free space exists, erase older data.
- Do not remove the memory card or power off while data is being saved or loaded. Your game data may be lost if you do.

MAIN MENU

At the Title screen, press the START button to display the Main Menu. Press the directional buttons or move the left analog stick ⬆/⬇ to make selections, and press the ✕ button to confirm.


EVERBLUE 2
NEW GAME
LOAD GAME
© ARIKA CO., LTD. 2003 ALL RIGHTS RESERVED.
PUBLISHING AND DISTRIBUTION BY CAPCOM CO., LTD., CAPCOM U.S.A., Inc.

- **NEW GAME** – Start a new **EVERBLUE 2** experience from the beginning.
- **LOAD GAME** – Resume a previously saved game from a memory card. Insert any memory card containing previously saved **EVERBLUE 2** games before powering on. When you want to load a game, select **LOAD GAME**, then select either slot 1 or slot 2 depending on the position of your memory card, and finally, select the saved game you want to replay. You'll start the game from the beginning of the last-played level.

GAME GOAL

Your goal in **EVERBLUE 2** is to gather information in town and then go deep-sea diving, using what you learned to search for hidden treasures. The deep, broad sea will reveal many mysteries, including tons of sunken ships. You can explore their interiors and salvage your discoveries. Then, you can sell the items in town to buy better equipment, making you seaworthy for diving in areas that were previously unreachable.

GAME OVER

When you run out of HP (health points) the game is over.

You lose health when you:

- Run out of air.
- Exceed your suit temperature preservation depth.
- Pick up an item.
- Carry more items than your weight allowance can sustain.
- Are attacked by certain enemies.
- Are poisoned.

When the game ends you will return to the Title screen.

SAVE & LOAD

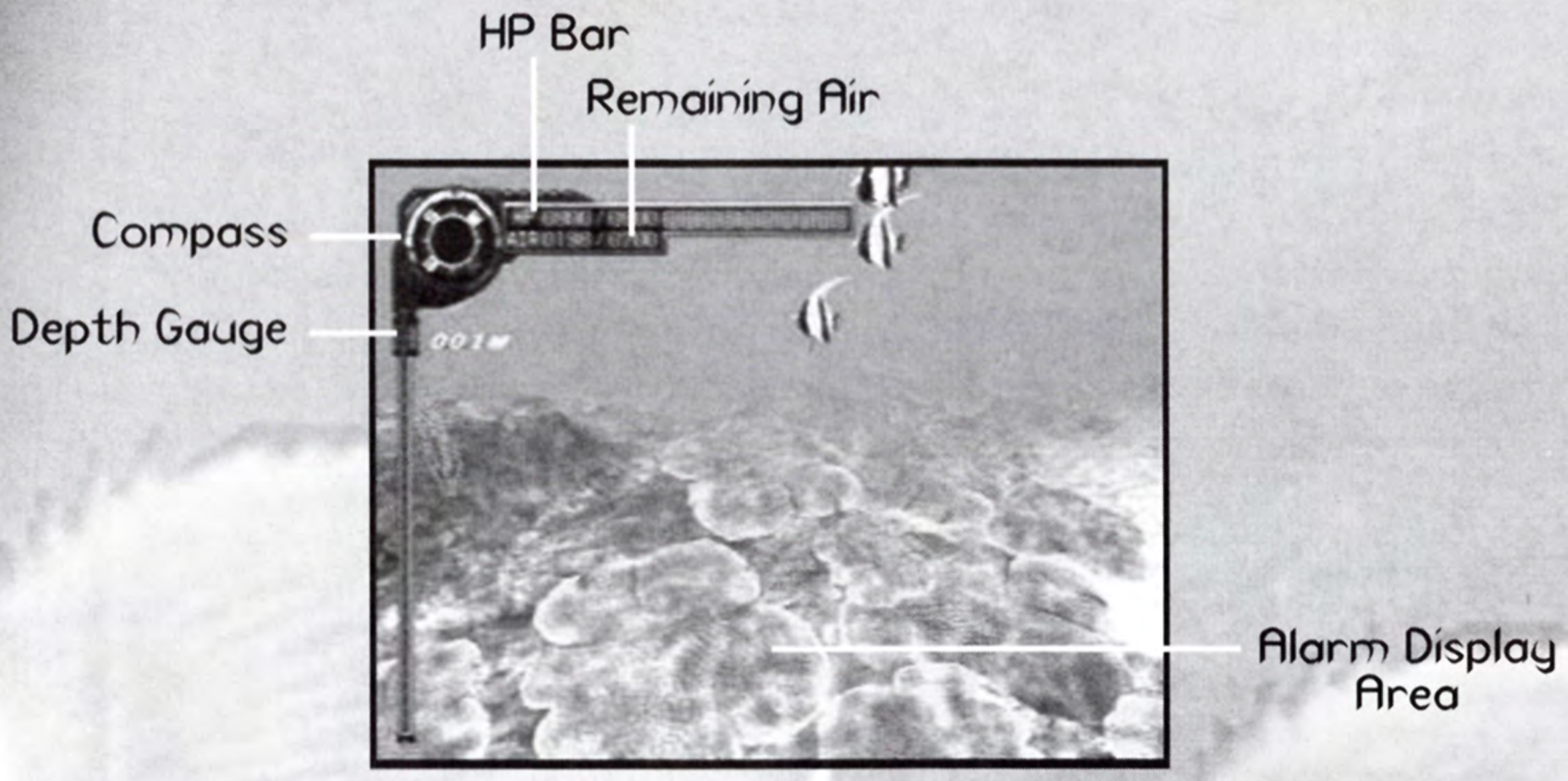
You can save your game while on land from the Town Menu (see page 16).

When you want to re-play a game from the place you saved it earlier, load the game using the **LOAD GAME** option from the Main Menu, as described on page 6.

IN THE SEA

The sea is the main stage for **EVERBLUE 2**. Here you use your multi-sonar to search for hidden treasure and sunken ships.

COCKPIT DISPLAY



Press the SELECT button to switch the cockpit display ON and OFF.
On the cockpit display you'll find:

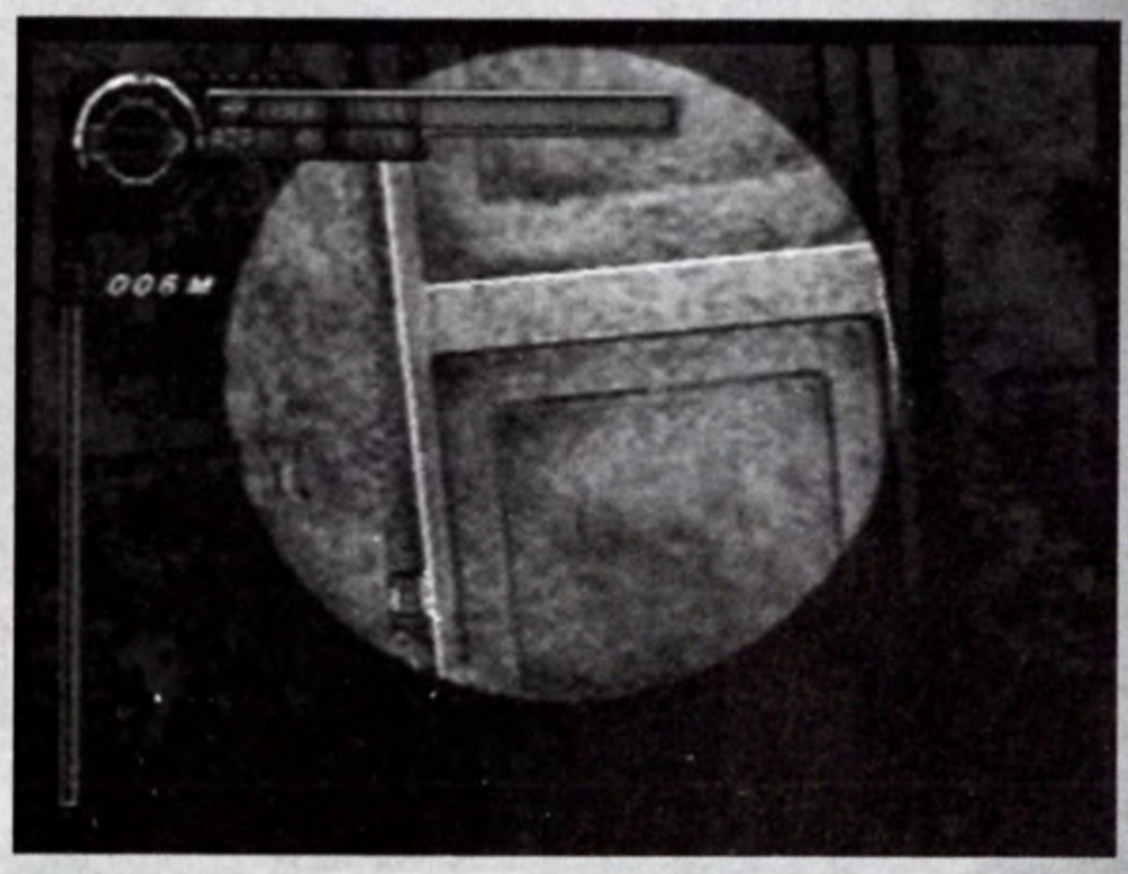
1. Multi-sonar Display (not shown)
2. Compass
3. Depth Gauge
4. HP Bar
5. Remaining HP/Air Bar
6. Alarm Display Area. Alarm messages include:
   - You have exceeded suit temperature preservation depth.
   - You have been poisoned.
   - You are running out of air.
   - Your bag is over its weight limitation.

UNDERWATER EXPLORATION

Various items waiting to be found at the bottom of the sea are NOT visible on screen. You have to use information you have gathered and your multi-sonar to determine the right area to investigate. Once you've located an underwater area, search for items and lock them in your multi-sonar. You can then pick them up by pressing the ✕ or R1 button. Note: You can only pick up items that are locked in your multi-sonar. (See page 11 for more details.)

FINDING SUNKEN SHIPS

As the game progresses you will eventually come upon sunken ships. The sunken ship itself will not be displayed on the multi-sonar, so you must learn its whereabouts from conversations with townspeople. When you find a sunken ship, you can enter it to begin your exploration by pressing the ✕ or R1 button. (See page 14 for more details.)



UNDERWATER MENU

Press the O button while underwater to display the Underwater Menu, with the following options:

BAG – The items you recover while diving are stored in this bag until you re-surface. You can also use medicine here. Also, whenever you carry an item from the surface into the water you must have it in your bag.

GEAR – Check the equipment you're wearing.

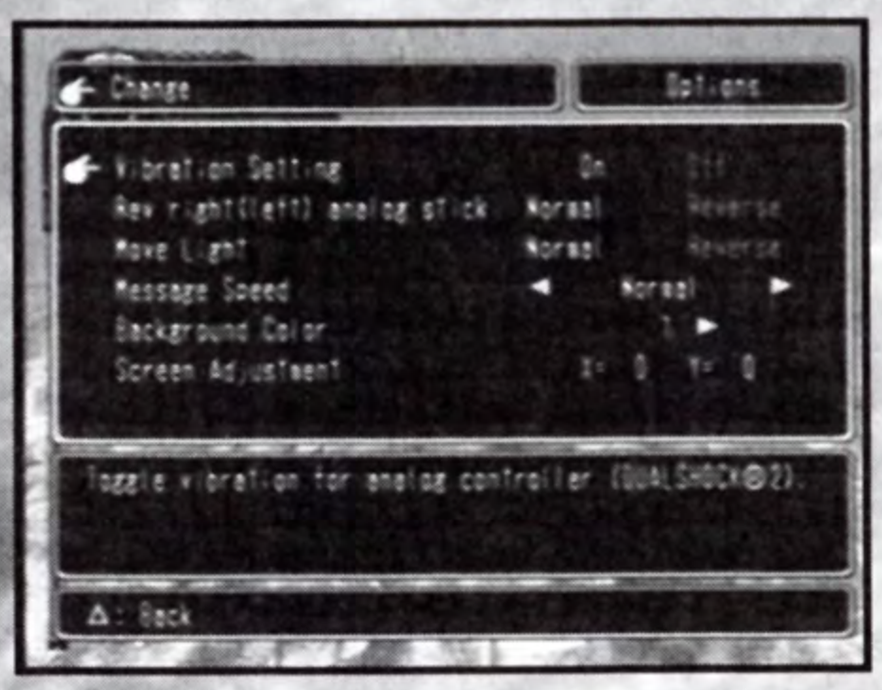
MULTI-SONAR – Add different "elements" to your multi-sonar.

MAP – Check your current position on a map of the area.

VALUABLES – Important items you have found so far (keys, etc.) are displayed here.

REFERENCE – Review explanations on how to use different game systems.

OPTIONS – Change various game settings, including:



VIBRATION SETTING – Turn the controller's vibration function ON or OFF.

REVERSE RIGHT/LEFT ANALOG STICK – Switch the control function of the left and right analog sticks.

MOVE LIGHT – Change the movement style of the light in the game.

MESSAGE SPEED – Adjust the amount of time between message displays.

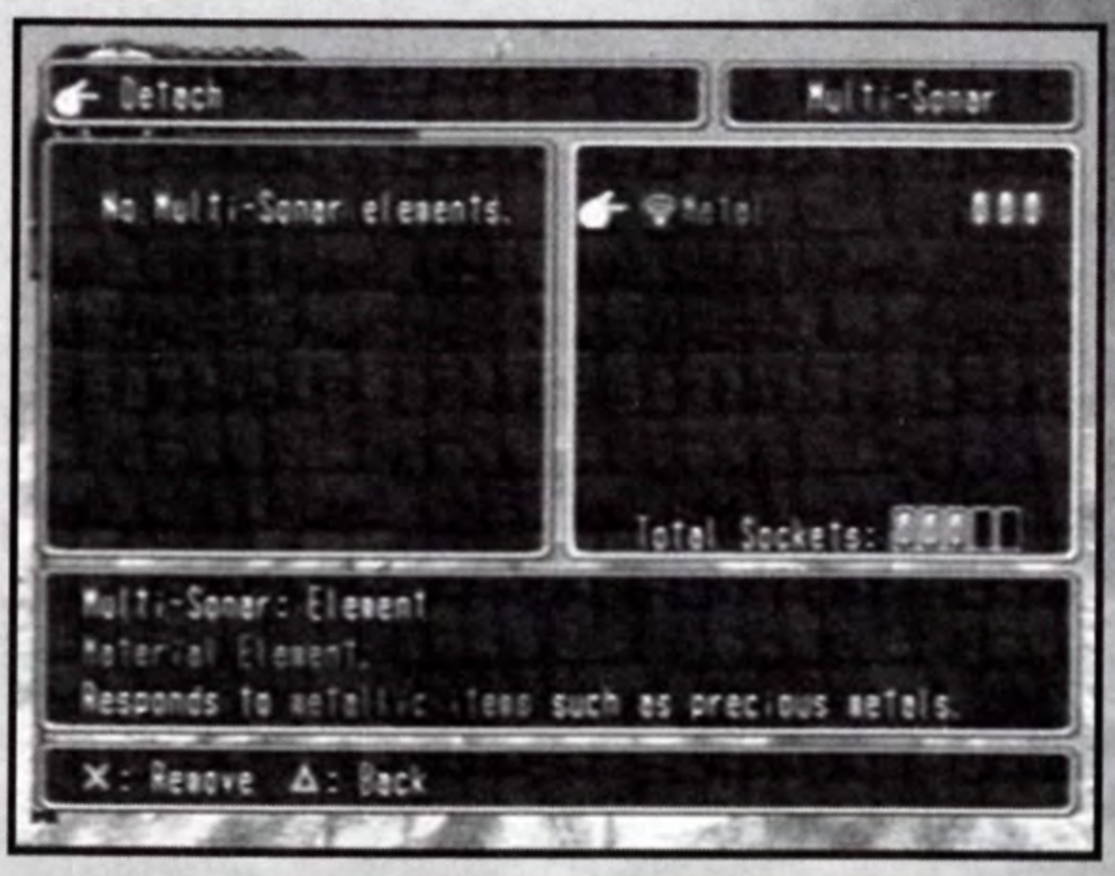
BACKGROUND COLOR – Change the window color.

SCREEN ADJUSTMENT – Center the game screen on your display unit.

ASCEND – Return to the surface. While swimming freely underwater you can ascend at any time. When inside a sunken ship, you must go to the ship's entrance in order to return to the surface.

MULTI-SONAR

The multi-sonar is a deep-sea diving detecting instrument that helps you find certain items. Use your multi-sonar to ascertain the distance between an item and your location. The length of the pause between multi-sonar pulses indicates the distance between you and the item. The pulse will increase in rapidity as you get closer to the item.



ELEMENTS

You can add special "elements" that change what kind of objects your multi-sonar will sense. There are two types of elements. Elements that react to solid, physical objects are called "material elements". Elements that react to everything else are called "special elements."

Elements are hidden throughout the game. A sampling of material elements includes:

- **WOOD** – Reacts to wooden boxes, paper, etc.
- **CLAY** – Reacts to clay, ceramic, etc.
- **METAL** – Reacts to metal.

Examples of special elements include some that attract and others that repel different types of fish.

Many more elements are waiting to be found. Look for them all!

EQUIPPING ELEMENTS

Whenever you have multiple elements you can choose which one to attach, using the **MULTI-SONAR** option from the Underwater Menu. You attach elements to open slots on the multi-sonar. To attach multiple elements, you must have enough open slots for the number of elements you want to attach.

USING THE MULTI-SONAR

After you attach an element, press the L1 button to activate the multi-sonar. The multi-sonar emits a "pii" sound while sending out a sound wave.

Sound waves from the multi-sonar fire forward. If the sound wave comes into contact with an item corresponding to your attached element, then a small green light flashes and you hear a "cooon" sound. If you lose contact with the item, then a "pii pii pii" will go off and the display will turn red.

MULTI-SONAR RESPONSE

The multi-sonar will only respond if you have an element attached that corresponds to an item in front of you in the search area. The sonar's reaction will become more and more rapid as you get closer to the item.

PICKING UP ITEMS

When you arrive at a location where you think an item is buried, press the ✕ or R1 button. If an item is hidden there, you will pick it up.

TREASURE HUNTING HINTS

USE ELEMENTS TO NARROW YOUR SEARCH

First, attach the element that corresponds to the item you are searching for. For example, if you are looking for a coin made of metal, you should attach the element that reacts to metal. Once you do this, you're ready to go.

SEARCH EVERYWHERE

Using information obtained from the townspeople, go to the location they described. Once there, use your multi-sonar to search all over. The multi-sonar should go off somewhere in that area. If there are two items in the sonar's area of effect, the closest one will go off first.

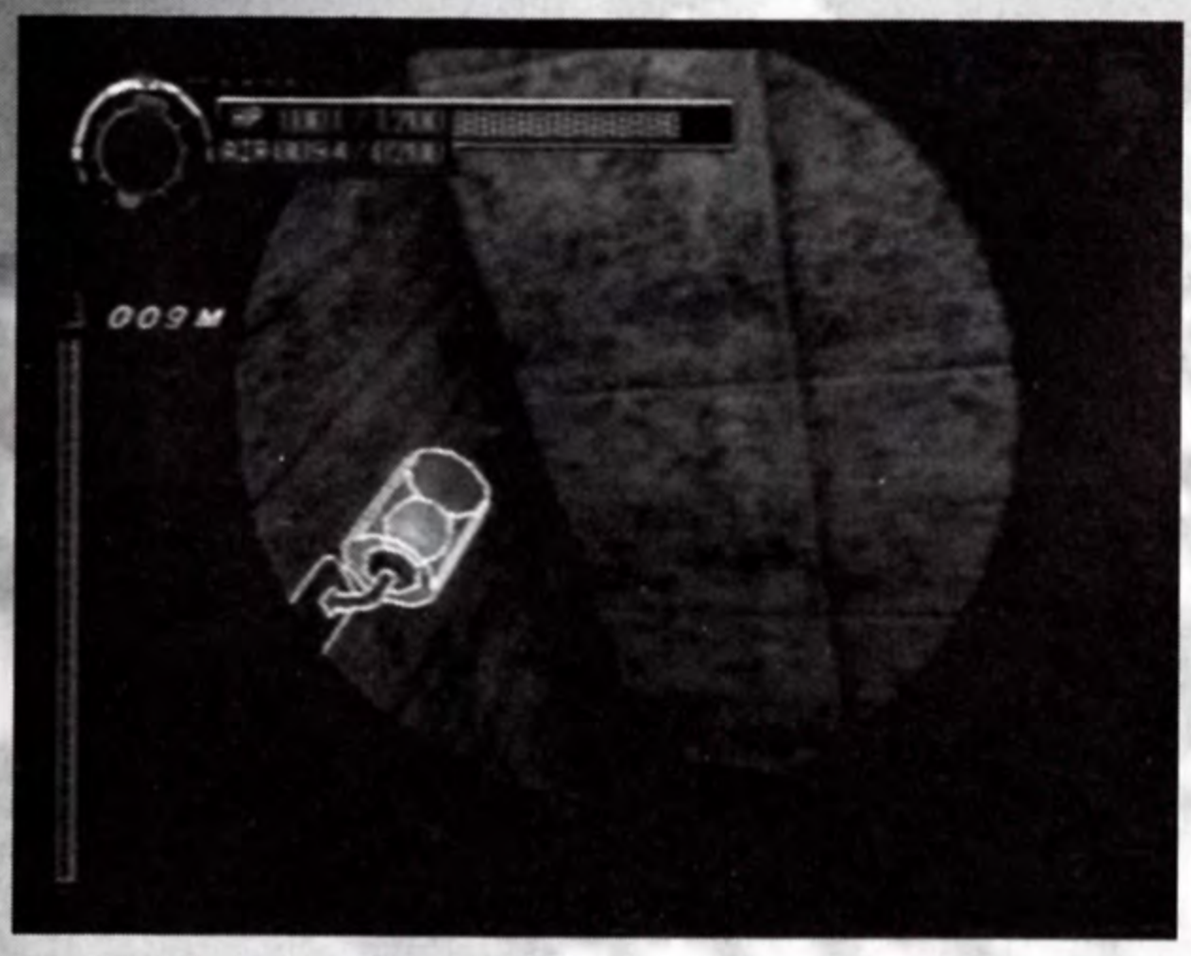
DON'T IGNORE A SONAR BLEEP

If a bleep goes off on your multi-sonar, listen to it and steadily head in the direction of the bleep. When you get close to the object, you can pick it up by pressing the ✕ or R1 button.

LOSING THE SIGNAL

If you lose the signal, you may have passed up the item. Turn around and search in a different direction.

SUNKEN SHIPS



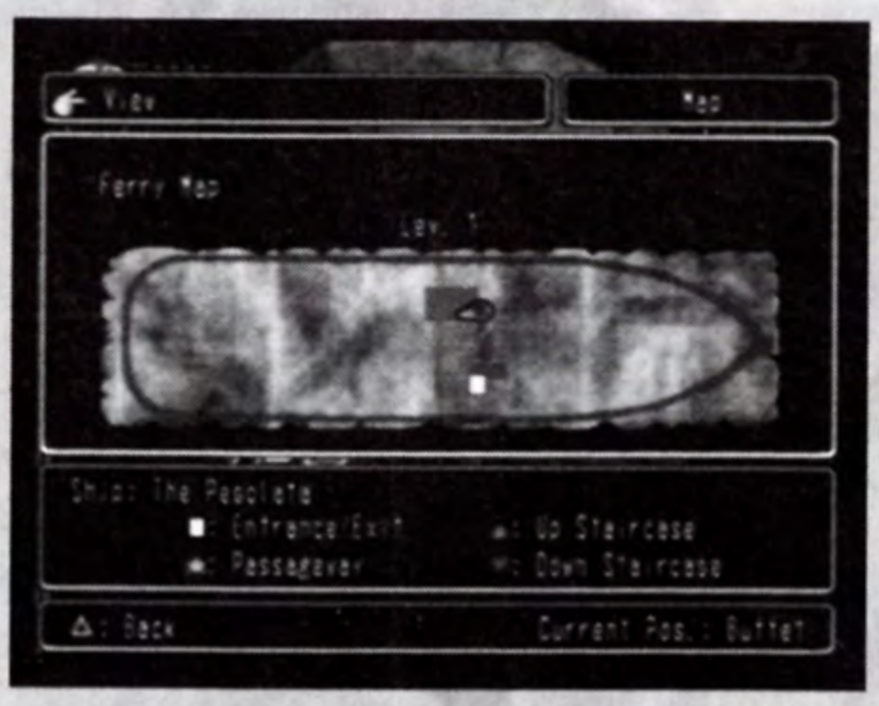
If you find a sunken ship, try going inside it. In the darkness you must rely on your light to proceed. You can examine items in your direct line of sight. However, unlike swimming in the ocean, you can't just ascend wherever you like. Instead, you must go to the ship's entrance before you can ascend.

Change which direction the light is facing by using the right analog stick (default).

Turn the cockpit display **ON** and **OFF** by pressing the SELECT button.

VIEW MAP

When you have a map that corresponds to the sunken ship you are investigating, you can determine your location in the ship. To view the map, press the START button, or open the menu by pressing the ○ button and then select **MAP**. Your current location will be displayed in the lower part of the map.



USING THE COMPASS

When you enter a sunken ship the cockpit will switch to compass display. Use the compass to determine your direction of travel. Note that if you haven't yet obtained a map of the sunken ship, no compass will be displayed.

OBTAINING ITEMS

You can directly pick up items while inside a sunken ship. Approach the desired item and press the ✕ or R1 button to pick it up. If that item has already been appraised then its name will appear. If it hasn't, then a message will report "not appraised yet" when you pick up the item.

There are some items that you can't pick up due to the level of your bag. Remember that your HP will slowly decrease depending on the weight of the item you pick up.

EXIT

Exits are located all over sunken ships. Once you exit out of one of these, you can use that exit as an entrance. Most of the time you will exit from the deck. However there could be other places where you can enter/exit. If you think you see an area that looks promising, check it out.

DANGEROUS AQUATIC ANIMALS

Whether you're swimming freely underwater or exploring inside sunken ships, large numbers of fish will enter your space. Most of them are friendly, but some fish can injure you! For instance:

- **LION FISH** – This very dangerous fish has poison injectors inside the thorns on his back fins.
- **GREAT WHITE SHARK** – This fierce animal often attacks people.
- **EEL** – This wild snake-like animal has been known to attack divers.

Observe the different types of fish in the sunken ship. If you notice one that you think is dangerous, be sure to avoid it. If not, you may suffer one of the following:

- **ATTACK** – If you are attacked by a shark, you take damage.
- **POISON** – When you touch a poisonous fish, your health slowly decreases for a fixed time period. You can heal poison by taking the antidote.

IN TOWN

This is your diving entry point, Valencia Island. You can buy new items, and gather information here. You can also regain HP and/or AIR by staying at a hotel.

In town your main activity is moving the cursor around to select things. When you highlight a place or person that offers some type of interaction, a display window will appear. Press the ✕ button to start the action, conversation or examination.

TOWN MENU

Press the ○ button to display the Town Menu with the following options:

ITEM – Use and adjust your items as well as put them in your bag.

GEAR – Change your equipment.

MULTI-SONAR – Attach elements on your multi-sonar.

MAP – View the map.

ALBUM – After obtaining the album, you can view and edit your pictures.

MARINE LIFE CHART – View a chart of all the marine life (plants, animals, etc) that you have shown to Caruninyos.

VALUABLES – Check on your important items.

HISTORY – Review various titles, shells of allegiance and diver information.

REFERENCE – Review an explanation of various game systems.

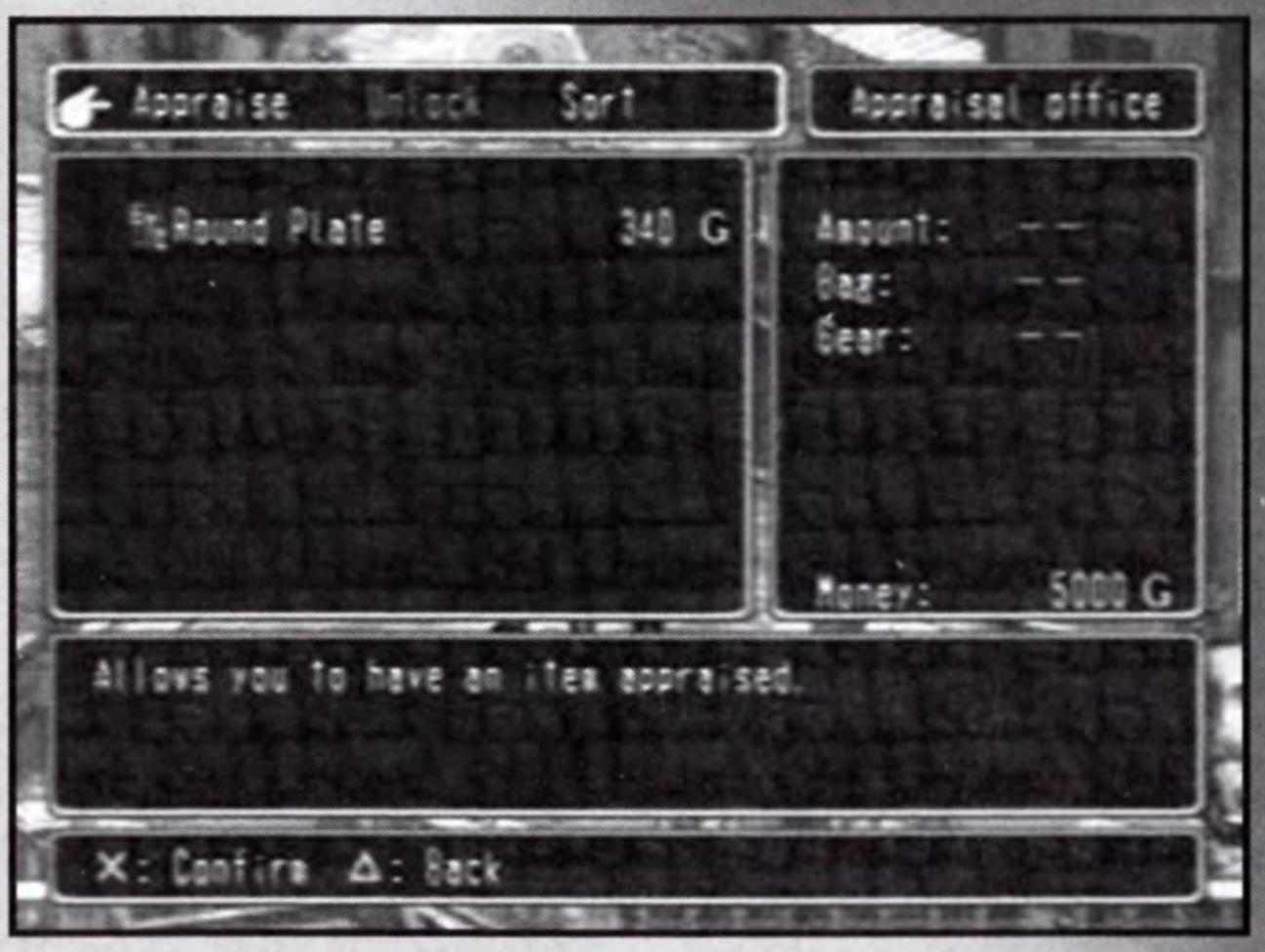
OPTION – Change some game options.

SAVE – Save the current game to a memory card.

TOWN ACTIVITIES

HEAL YOURSELF AT THE INN

An inn is located in the center of the town plaza. If you spend the night here your AIR and HP will be healed to the max. Use the inn often.



GET ITEMS AND TREASURE BOXES APPRAISED.

You cannot trade or sell items until you get them appraised. If you obtain some items that haven't been appraised, take them to the appraiser. That person can also help you open treasure boxes. Sometimes treasure boxes will surprise you by revealing rare items.

BUY EQUIPMENT FOR UNDERWATER EXPLORATION

As the game proceeds, an equipment shop and pharmacy will appear in town. Sell items to get money to buy medicine and stronger equipment to help you in your exploration.

ENTER THE OCEAN

In the beginning you can enter into the ocean by talking to Ellis. However your range of movement is severely limited. About midway through the game you will get a boat where you can designate a location on the map to dive in and directly dive there.

MAKE A MARINE LIFE CHART

When you show Caruninyos the various photos you have taken of marine life, he will explain them to you and they will be saved to your Marine Life Chart Menu. You can have lots of fun buying and selling and also exploring all the various types of marine life.

TOP TEN WEIGHT RANKING

You can show Steel Arm Natalie an item (you don't give it to her, just show it). The heavier the item, the better your rank. It will be saved to your top ten heaviest items.

THE COLLECTORS

Somewhere in town, you'll find people known as collectors. When you give them items of a specific type on a routine basis, eventually something good may happen to you.

AUCTION

Depending on how you proceed through the game you may get the chance to participate in an auction. In the auction you bid against others to get items. You can also place items up for bid. In order to be successful at the auction you must learn various people's personality traits and discover their weak spots. There are some rare items on the block that you can only get at the auction.

In the beginning, if you talk to the MC, Felunada, he will ask if you want to put something up to bid. Whether you do or don't, the auction will begin. If you show the highest amount for an item that is being bid on, then you will win that item.

There is only one auction per day. After you attend for that day, if you want to participate in another auction you must sleep at the inn first.

RACE

DRIFT RACE

In the beginning of the game you will use a piece of drift wood from a sunken ship to participate in a drift race. In the drift race, you race one lap around the course within a fixed amount of time to win. There are also obstacles so you must use your controller smoothly and precisely.

SALVAGE RACE

This is a race to see how many items in the sea you can pick up. You can participate in a salvage race early on in the game. Any item that you pick up during the race is yours. If you pick up the lucky item of the day, you will get a prize.

COMBINATION

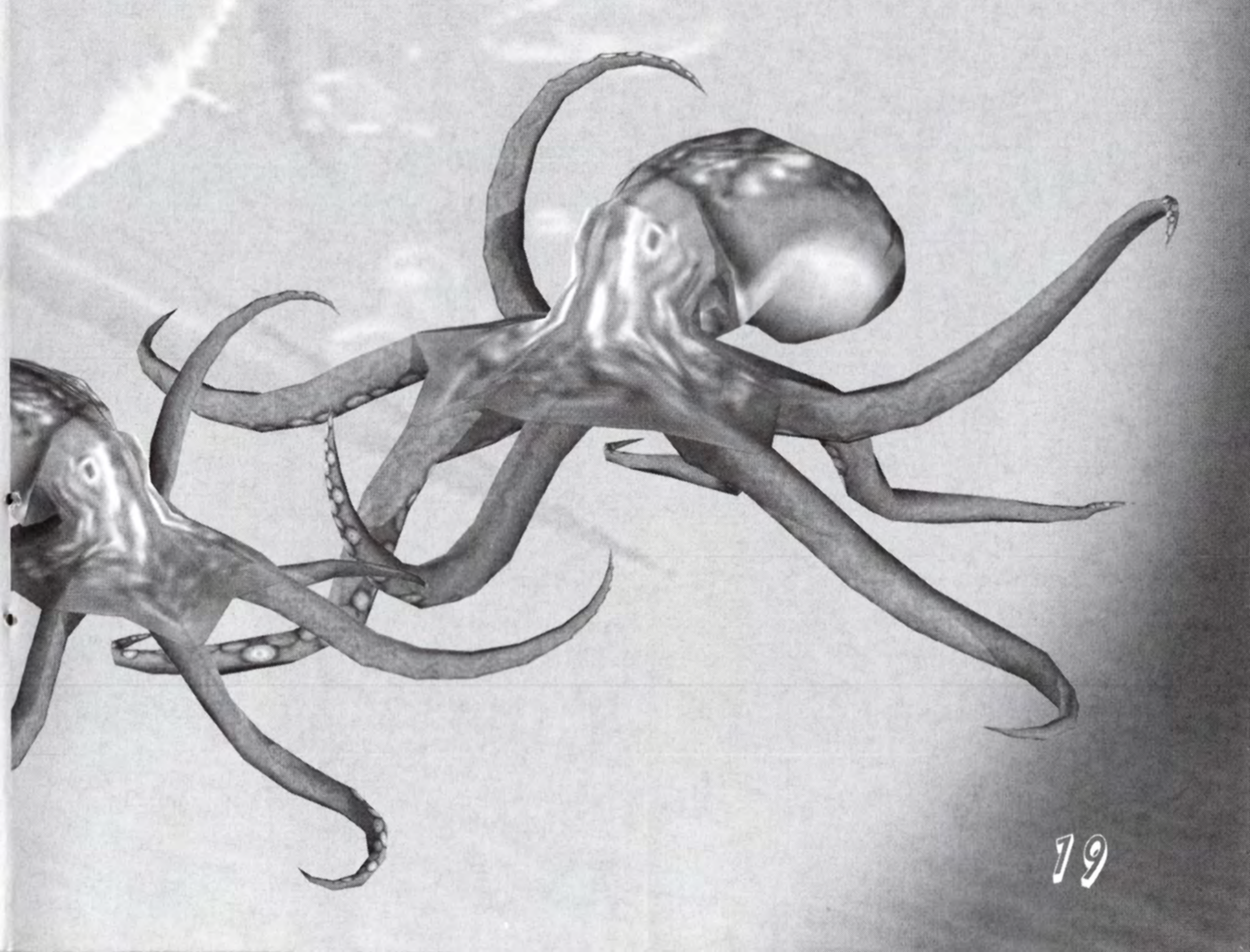
When you get to mid-game, you will be able to use the combination shop. Here you can combine two items to create a new one. Lots of combinations are possible. Try experimenting with various patterns.

COMBINATION PROCESS

1. Choose the first item (catalyst) by pressing the directional buttons ⬆/⬇. Confirm your selection by pressing the ✕ button.
2. Choose the second item in the same way.
3. Confirm the combination by pressing the ✕ button again.

COMBINATION EXAMPLE

- Catalyst (water) + 2nd item (Gain 300) = combination ratio 100% Gain 500
- Catalyst (cutter knife) + 2nd item (calcite) = combination ratio 50% Limestone, 50% Marble



WORKSHOP

In the workshop you can use lots of items to create new ones. However, you must have the blueprints showing how to make the new item and all the materials needed to do it.

You can create many different items to help you out during the game.

CREATION PROCESS

1. Choose the blueprint of the item you want to make by pressing the directional buttons ⬆/⬇. Confirm your selection by pressing the ✕ button.
2. Choose the necessary materials to make the item.
3. Press the ✕ button again to confirm the creation.

CREATION EXAMPLE

Boat Modification Blueprint + Steel pipe (2) + Steel plates (3) = your boat can now travel to farther-away areas

WHAT YOU CAN MAKE

STALLS – Make these to help out needy townspeople.

AQUARIUM – Use this to view all the marine life you have recorded in your charts.

SOUND STAGE – Listen to a selection of background music tracks.

BOAT – Sail to faraway locales.

PHOTOGRAPHS

In **EVERBLUE 2** you can take photographs in the ocean wherever you want to. As you proceed through the game you can get an underwater camera and an album from a magazine reporter named Lynn. After that point you can shoot photos.

HOW TO TAKE PHOTOS

Press the L2 button half way down while you're underwater to bring up the targeter and see how much remaining film you have. Move the targeter with the right analog stick to the location you want to shoot and press the L2 button all the way down to take the photo. In the beginning you can only take 10 pictures. Once you reach your limit, you must get the photos developed before you can shoot more.

DEVELOPING YOUR PHOTOS

You can't look at pictures you have taken until you develop them at the Photo Studio. After you pay for photo processing, you can see your pictures. Choose which pictures you want to save. Your album can only hold a limited number of photos-up to 20-so throw out the pictures you don't need.

EDITING YOUR ALBUM

Edit the pictures that you keep. If you choose **ALBUM** from the menu, you can edit your pictures, put a comment on each one, and change their order.

IDENTIFYING YOUR PICTURES

After developing your photos, you can show them to Caruninyos and have him rate the shots. If you complete an album or take a good photo, something good may happen may happen to you!

AQUARIUM

As you proceed, you will eventually go to an aquarium. Here you can view the fish pictured in your Marine Life Chart.

VIEWING FISH IN THE AQUARIUM

1. **TAKE A FISH PHOTO.** Use your camera to take a picture of the fish. For the best shot, line up the fish in the center of the targeter.
2. **SHOW CARUNINYOS THE PHOTO.** Bring the fish photo to Caruninyos.
3. **RECORD THE FISH IN YOUR MARINE LIFE CHART.** If the fish is in the center of the photo, it will be recorded in your Marine Life Chart.
4. **PUT THE FISH IN THE AQUARIUM.** Choose which fish to put in the aquarium case.

AQUARIUM MENU

Press the O button in the aquarium to see the Aquarium Menu with the following options:

FREE CAMERA – Walk freely around the camera.

REAR CAMERA – Move the camera behind you at a fixed angle.

SWITCH – Switch fish in a tank.

LEAVE – Leave the aquarium and go back to the old market.

GO BACK TO THE AQUARIUM – Close the menu.

TITLES

In **EVERBLUE 2** you receive titles at various points of progress. Usually you get a title for learning certain things. Try different things to see how many titles you can gain. Some of the titles are:

PHARMACIST – Win this title by handing over every medicine type to the medicine collector.

SEEKER – Earn this by finding the AK-905 cruise-liner.

DEEP SEA EXPLORER – Gain this rank by descending underwater below 40 meters.

SHELLS OF ALLEGIANCE

Shells of allegiance are something that Valencia natives do as a custom. The shells symbolize trust, friendship, and love.

Inside the shell, people write their name and the date they presented the shell. The shell has two halves, so only two people in the whole world can have the pieces that fit perfectly together.

Depending on your actions you may get some shells of allegiance from the local townspeople. You are rated by how many shells you've been given, so do good and collect as many as you can.

EVERBLUE 2 HINTS

- Always use the best equipment you can afford. Don't forget to equip your items! Equip various equipment while on land and you will be powered up.

  SUIT – The stronger the suit is, the deeper you can go without losing vitality.

  OXYGEN CYLINDER – Affects how much air you have.

  FLIPPERS – Affect swimming speed and turning ability.

  BAG – The larger your bag, the heavier the items you can carry.

  EQUIPMENT – Equip different types for other various effects.
- Open the world map underwater to display your position. Now, point the cursor toward a place you want to go to and press the ✕ button to start swimming toward that location. This technique is effective in situations where you have to go to a fixed location.
- Toggle the camera perspective up/down by pressing the L3 button. Find the angle that works best for you!
- To pick up items in a sunken boat, approach them and they will highlight in yellow. Items that you can't pick up (you may be over your weight limit) will not highlight. If you see an interesting item, note its location and come back for it later. After you remove some items from your bag or get a larger one, you may be able to pick it up.

ALL THINGS CAPCOM

U.S.A. | Capcom Coin-Op | Nickel City Family Entertainment Centers | Capcom Japan | Capcom Asia | Capcor

2002 Capcom U.S.A., Inc. All rights reserved. Privacy Policy
Sega, Dreamcast, and the Dreamcast logo, are either registered trademarks or trademarks of Sega Enterprises, LTD.
Nintendo, the official seal, Nintendo 64, and the "N" logo are trademarks of Nintendo of America Inc.
PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.
The ratings icon is a registered trademark of the Interactive Digital Software Association.
Xbox and Microsoft are trademarks of Microsoft Corp.

http://www.capcom.com

Capcom.com is your one stop shop for all things Capcom! It's all at Capcom.com. And that's only the beginning. Dig deeper and you'll discover exclusive Capcom merchandise, game trailers, strategy guides, and even an online game forum, all at Capcom.com. Register to receive the Capcom Newsletter and a chance to win prizes.

CAPCOM®

CREDITS

Manual Design: Hanshaw Ink & Image; Marketing: Todd Thorson, Sean Mylett, Bonnie Scott, Robert Johnson and Nate Williams; Creative Services: Jennifer Deauville and Marion Clifford; Package Design: Michi Morita and Jamie Gibson; Translation: Ben Judd; PR: Melinda Mongelluzzo, Matt Atwood, Carrie Root and Arne Cual; Special thanks to: Bill Gardner, Robert Lindsey and Customer Service.

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this PlayStation® CD-ROM ("CD-ROM") from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the CD-ROM free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire CD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your CD-ROM certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

This warranty shall not apply if the CD-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the CD-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective CD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money for $20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your CD-ROM certified mail. CAPCOM will replace the CD-ROM, subject to the conditions above. If replacement CD-ROMs are not available, the defective product will be returned to you and the $20.00 payment refunded.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary, from state to state or province to province.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

CAPCOM ENTERTAINMENT, INC. 475 Oakmead Parkway, Sunnyvale, CA 94085
(C)ARIKA CO.,LTD. 2003 ALL RIGHTS RESERVED.
PUBLISHING AND DISTRIBUTION BY CAPCOM CO.,LTD., CAPCOM U.S.A., INC.
CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

ARIKA

CAPCOM®

capcom.com